

WE'RE TALKING
MAJOR LEAGUE FUN
FROM SILICON GRAPHICS



SiliconGraphics
Computer Systems

*Mail Stop 14L-131
2011 N. Shoreline Boulevard
Mountain View, California 94043-1389*





SiliconGraphics
Computer Systems

2011 N. Shoreline Boulevard
P.O. Box 7311
Mountain View, California 94039-7311
Telephone (415) 390-5990
FAX (415) 694-7498

L. EVAN ELLIS, JR.
Vice President, Field Marketing
and Distribution

Dear Friend of Silicon Graphics:

When I was a kid, I loved baseball trading cards. Of course, I always hoped that someday there'd be a card with my name on it. While that never happened, I did eventually sign up with a major league team: Silicon Graphics.

It's a team with a lot of talent and grit. With an incredible feel for the game. And with plenty of power hitters — enough, in fact, to justify a few trading cards of its own. Which is why I'm writing to you today.

Introducing Serious Fun Trading Cards from Silicon Graphics!

This First Edition collection features 14 cards, each packed full of stats and facts about some of the best products and services available to users of Silicon Graphics systems. Many of these cards feature FREE offers for products and services that could save you considerable time and money!

These First Edition cards are a gift to you from Silicon Graphics and its partners. Keep them for reference, or trade them with your co-workers.

To make it even easier to collect and display these cards, just attend a Silicon Graphics seminar to qualify for your free card holder. Upon completion of the seminar you will receive a Silicon Graphics Serious Fun Trading Card Holder.

Cordially,

Evan Ellis
Vice President, Field Marketing
and Distribution

P.S. Give us a call at 1-800-800-7441, Dept. L, today, to find out about a seminar near you.

Serious *fun*



TRADING
CARDS



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Serious fun

TRADING CARDS

The Silicon Graphics' Product Philosophies

- 1) **Performance is Critical.** Performance drives our design decisions. At every price point, we strive to provide the highest system performance in the market.
- 2) **Our Technology Must Be Leading Edge.** We believe that our customers' significant productivity increases will only occur when they can shift the paradigm of how they do business. Our innovative systems drive this change.
- 3) **Get Products to Market Quickly.** Silicon Graphics sets market trends that other companies follow. Our short R&D cycle times let us get more customer input in planning – and beat the competition to market.
- 4) **Focus on Small Teams.** Great technology is often invented by small teams. With smaller teams, we work faster and are more responsive.
- 5) **Commit to Strategic Technologies.** We invest heavily in the technologies that will keep us at the edge of innovation.

Edward R. McCracken

President and CEO of Silicon Graphics Team

Ht: 6' Wt: 160 lbs. Bats: R Throws: R Born: 12/24/43 Fairfield, IA Education: BSEE, Iowa State Univ. (1968); MBA, Stanford Univ. (1980)

Fiscal Year	Revenues	Employees	Rev. Per Empl.
1989*	\$ 298,659	1,772	\$ 195
1990*	520,531	2,702	225
1991*	698,488	3,345	225
1992	866,593	3,575	249
1993	1,091,200	3,743	307

*The consolidated financial statements for these periods have been restated to reflect the merger of SGI and MIPS Computer Systems, Inc. in fiscal 1992:

**For more information, call Investor Relations at
415-960-1980**



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INDY™ DEVSTATION

*Complete software
Development Platform*



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Indy™ DevStation Has It All

SOFTWARE:

- Visual debugger for C, C++, Fortran code
- Static analyzer
- Performance analyzer
- Memory leak detector
- 3D array visualizer
- Test coverage analyzer
- ANSI C compiler

SYSTEM:

- Indy™ R4000® workstation: 32 Mb memory, 535 Mb disk
- 16-inch color monitor
- Advanced 2D and 3D graphics
- Fully integrated audio and video capabilities
- Digital color video camera

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and ask for Dept. E today.



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Imagine What You Can Create

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With Adobe Photoshop, you can create and produce color and black-and-white images right at your desk.

Just start with a blank screen or scanned image.

Then go crazy. Add color or take it away. Do delicate retouching. Pull in Adobe Illustrator™ files. Create duotones, tritones, and quadtones. Paint in 16 million colors on-screen.

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Without ever leaving your desk. Imagine that.

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*Visual software
Development*



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CASEVision™

Today, the best software developers have a vision. And it's called CASEVision™. The world's most advanced development environment for C, C++, and Fortran.

- Find and fix bugs quickly with its powerful visual tools
- Get complete lifecycle support with its integrated suite of development tools
- Perfect for object-oriented, MP, and 3-D graphics programming

CASEVision/WorkShop™

Visual Debugger
Static Analyzer
Performance Analyzer
Test Coverage Analyzer

CASEVision/Pro C++

C++ Class Browser
Interpreter
Delta/C++ Native Compiler
Smart Build

CASEVision/ClearCase™

Configuration Management
Version Control

Interpreters, defect tracking, compilers, and MP tools also available.

Get the vision.

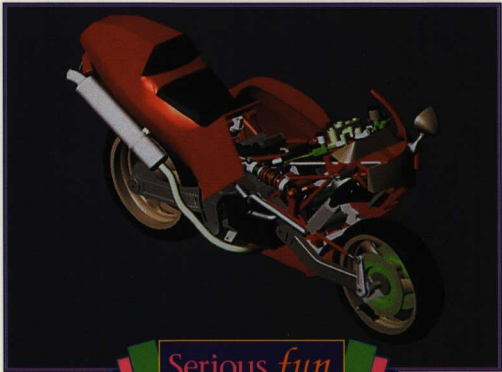
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Dept. I for information on the
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- Fully associative so changes propagate to all team members at once
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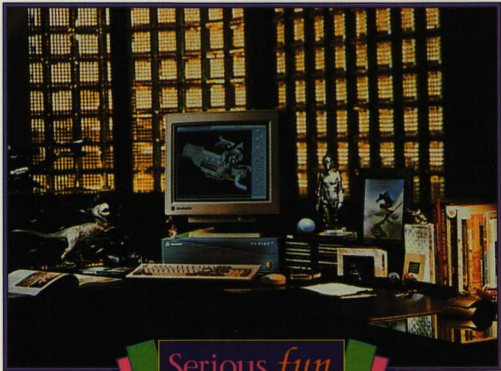
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**Outpacing our competition.
Helping you outpace yours.**



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The world's fastest 2D graphics desktop workstation



Indigo2 XZ

The price/performance leader in 3D graphics



Indigo2 Extreme™

The world's premier desktop graphics workstation

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With its 150 Mhz MIPS R4400 RISC microprocessor and high-throughput system architecture, Indigo2 can run your applications faster than any other desktop workstation.

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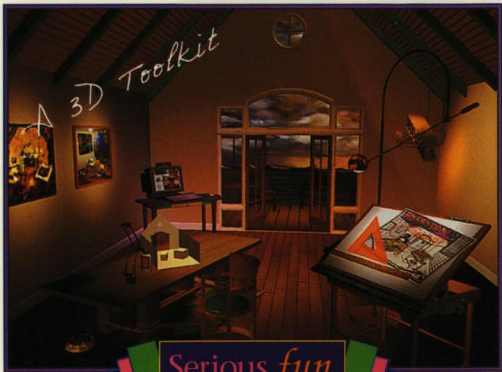


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Screen image courtesy of
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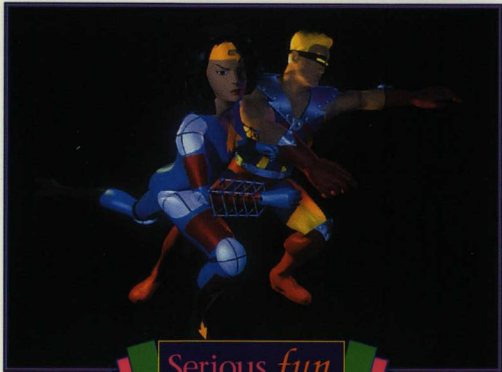


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unless you want the most advanced animation technology available for Silicon Graphics® workstations!

Because at Wavefront, that's all we make.

Products like DYNAMATION™, Wavefront's dynamics workshop that enables you to create physically based environments that can act on particles, geometry, and images – yielding spectacular special effects. Includes Clip F/X™ with pyrokinetics, natural phenomenon, 3D morphing, bouncing objects, cloth deformation, and 3D image processing.

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How will I ever
narrow it down
to 10!?



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Top 10 Reasons To Get An Indy™ System

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9. The Indy system is friendly with MAC and PC networks and data.
8. Integrated CD-quality audio and bundled audio tools.
7. Multiple CPU and graphics options allow the Indy system to grow with you.
6. VCRs and Camcorders plug right into your Indy workstation for easy video input.
5. IndyCam™—the color digital camera that comes with the Indy system!
4. Full-featured 3D graphics from the company that invented 3D.
3. Screaming 2D Graphics that are great for CAD and Imaging.
2. The new, easy-to-use Indigo Magic™ user environment.
1. You can afford one—Indy systems start at \$4,995!

**Call 1-800-800-7441, ask for Dept. F,
and discover the endless list of reasons to
get an Indy system!**

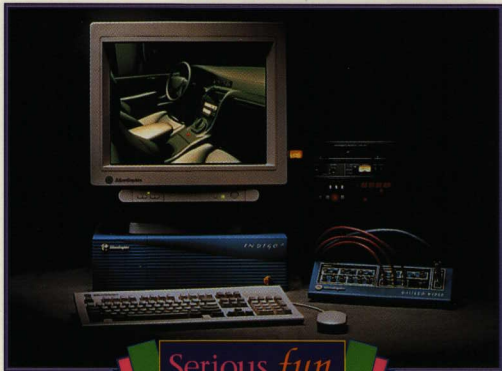


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Image courtesy of
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GALILEO AND INDIGO² VIDEO™



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Professional Desktop Video

Transform your Indigo2® workstation into a personal post-production suite with the Galileo Video™ board.

With the Galileo Video board you get:

- Professional quality Y/R-Y/B-Y and RGB formats
- Real-time and frame-by-frame video input/output and special effects
- Support for a D1 CCIR 601 option for your Indigo2 workstation

Working With A Competitive Advantage

The Indigo2™ Video™ board provides new ways to communicate at work. With the Indigo2 Video board, it's easy to print your sophisticated 3D models to tape in real-time, or to hold a desktop conference using InPerson™ software.

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Screen Image Courtesy of
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INPERSON™

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Add the IndyCam shutter to the 3D Model

More detail on this chip in the technical report

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That's exactly what InPerson™ desktop conferencing software lets you do.

Because with the InPerson software, you and your co-workers can share technical information and creative insights **WITHOUT EVER LEAVING YOUR OFFICES.**

Designed to run on your Silicon Graphics® workstation, InPerson lets you exchange—interactively—high-quality audio and video, text, and images, in real time, over standard network connections.

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At your desk. InPerson.

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Phaser II SDX™

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- Photo-realistic output
- Produces continuous tone prints on paper or transparencies
- Maximum clarity for scientific image analysis or pre-film proofing

List Price: \$9,995

Special Price: \$8,995 (**Save \$1000**)

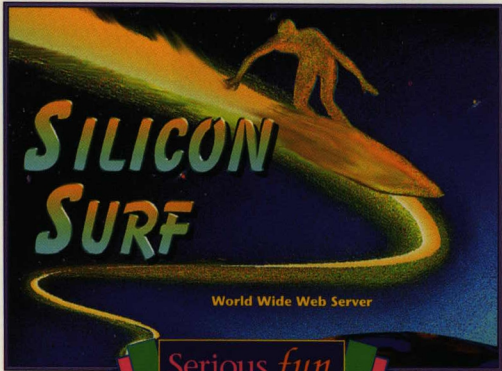
Buy a Phaser II SDX from Silicon Graphics by April 15, 1994, then send this card with the warranty registration card to Tektronix, and YOU'LL RECEIVE \$200 WORTH OF DYE SUBLIMATION PAPER **ABSOLUTELY FREE.**

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Silicon Surf™

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Silicon Surf™ is SGI's new Internet World Wide Web Server – and your connection to the World of Silicon Graphics®.

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Silicon Surf will be available early 1994.

For more information:

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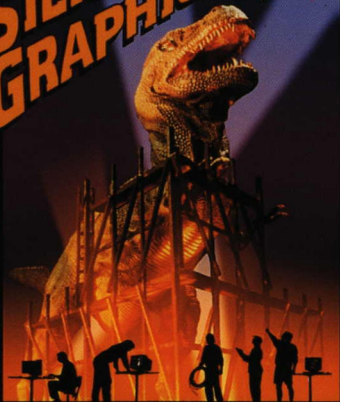


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...helping build a better dinosaur.

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Dinosaurs Return

Until the blockbuster movie Jurassic Park™, no one had ever seen such life-like dinosaurs on the Silver Screen.

Created from computer-generated images and animation, the dinosaurs were the work of 35 creative professionals at George Lucas' Industrial Light and Magic – using over 70 Silicon Graphics® workstations.

With digital media applications, the ILM staff created not only the dinosaurs, but also the advanced graphics capabilities for wire and line removal on robotic dinosaur puppets. Twelve Silicon Graphics workstations were also used on screen as the core computing technology for the park.

In the end, they had a heart-stopping adventure that director Steven Spielberg called, "Not science fiction...it's science eventuality."



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Jurassic Park™ © 1993
Universal City/Amblin

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